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PRINTED IN JAPAN

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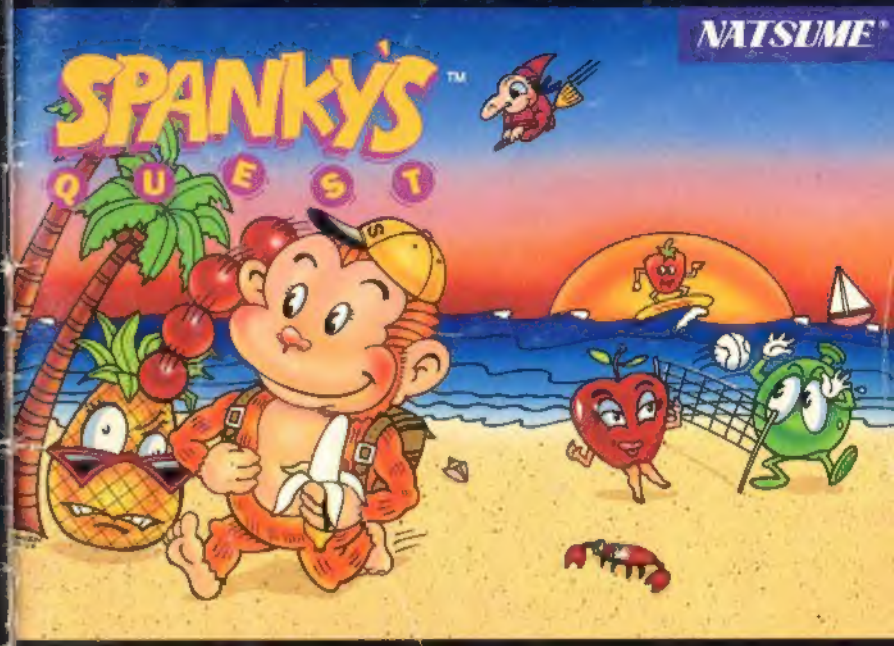
NATSUME

SPANKY'S QUEST™



Instruction Booklet

SUPER NINTENDO ENTERTAINMENT SYSTEM

Notes From NATSUME

Thank you for purchasing Spanky's Quest for the Super Nintendo Entertainment System. We are proud and delighted that you chose to add our title to your video game library. Please read this manual to assure your complete enjoyment of our product. We hope you have many hours of entertainment with this action/fantasy game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Safety Precautions

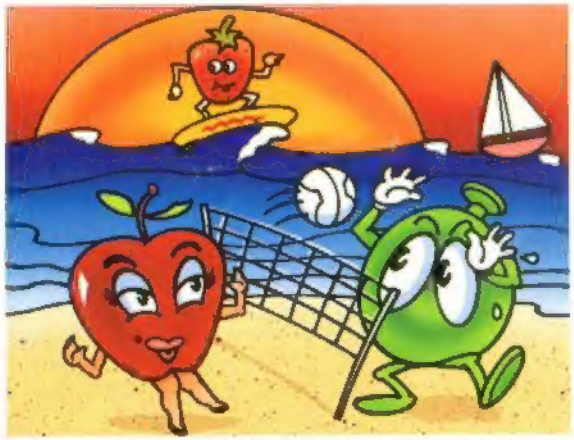
For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game.

1. Avoid subjecting the Game Pak to extreme temperature changes and shocks.

2. Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.

3. The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.

4. Do not dismantle the Game Pak.



The Background

Spanky the monkey was going on a picnic. As Spanky was happily walking in the forest of Mopoland, out of nowhere, bricks came falling down from the sky, building a wall that reached to the clouds. At the same time, bricks were falling everywhere, in the cities, in the mountains and in the forests, forming huge towers. Spanky who was trapped in one of the dark towers was stunned, and from above he heard a stange voice. "Ha, ha, ha, what do you think of my beautiful home?" At this moment, the tower lit up and the bearer of the strange voice appeared. Spanky looked up and saw a witch wearing a black robe riding on a broom. A nasty looking crow was perched on her shoulder.

"I am Morticia from the world of darkness, I have come to bring darkness into your world."

"Let me out of here," screamed Spanky.

"No way! Why should I let my new playmate go? You will play tag with my crow. There are six towers that I built. If you defeat the guard on top of the tower, the door to the next tower will open. If you make it to the last tower without the crow catching you, I might set you free."

"Will you really let me go?"

"Ha, ha, ha, you will only know if you come, but first let me make you some playmates to play with...here!"

From the witch's finger, a spell was cast on Spanky's knapsack. All the fruits that were in his knapsack rolled out, shook around a bit and started growing arms and legs.

"It looks like the fruits have taken a great liking to you!, They tell me they like you so much, that they want to gobble you up. Ha, ha, ha," with these words the witch and the crow flew away, but wait what's this? A strange looking ball had fallen from the witch's pocket. Spanky picked it up and the ball started talking to him." I have escaped from the clutches of the evil Morticia, swallow me and I can help you defeat her."

Game Controls

Direction **L** or **R** moves player.

Direction **UP** at exit enables player to use keys.

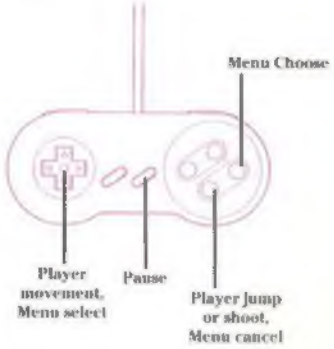
Direction **DOWN**

A - Jump

B - Attack

Once- ball will be thrown up

Twice - the ball will become an attack ball.



Heading the magic ball increases the size of the ball. The bigger the ball, the stronger the attack.

X,Y buttons have no use in this game.

L, R buttons have no use in this game.

START - game start, pause

SELECT - title screen, moves cursor.

* Game start - starts game.

* Password - once you have cleared a tower, you will be given a password. Use this to continue.

* Options - you can preset what appears on the game screen, or you can change the functions of the "A" and "B" buttons. Settings will be saved until the power is turned off.

Magic Ball

1. If you hit the ball, use the direction keys to go under the ball and head it.

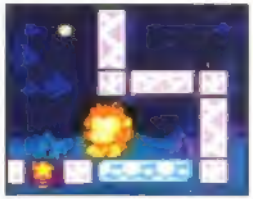
2. When you hit the enemy with the magic ball, it will become unconscious.

3. As you head, the ball will increase in size. The size of the ball influences the strength of your attack.

4. **Item pick up:**
   Items in the game can be picked up with the magic ball. This is useful for areas where Spanky can't reach. When you pick up an item, the ball will increase to its maximum size. To use the item, turn the ball into an attack ball and let go. The power of attack will decrease slightly, you may then pick up the item. If the item happens to be a key, you do not have to pick it up. The Magic ball can only pick up one item at a time.

Attack Ball

When the magic ball turns into an attack ball, you have the power to destroy enemies. You can not head an attack ball.



1) **Smallest - blue ball.** When used in attack , becomes a baseball. *Capabilities* - damages enemy. Will disappear after damaging one enemy.

2) **2nd - Green ball.** When used in attack, becomes soccer balls. Destroys all enemies in path.

3) **3rd - Yellow ball**. Becomes volley balls. When used in attack, explodes and destroys surrounding enemies.

4) **Largest - Red ball.** Becomes 5 basketballs. When used in attack, explodes and inflicts comprehensive damage to enemies on the screen.

Items

Items - Items are either somewhere on the screen, or in possession of the enemy. By destroying that enemy, you can obtain the item.

Hats - Wear a hat and you can do some neat things. Jumping on a hat enables you to wear it. If Spanky gets hurt, his hat will fall off. If an enemy steps on a hat, the enemy will wear it, the effect will be the same.

1) **STRAW HAT** - Slows Spanky down when he is falling. Press down and Spanky's speed will return to normal.

2) **VIKING HAT** - Enables Spanky to get hurt 3 times without it inflicting any damage to him. After he is hurt 4 times, the hat disappears.

3) **FEATHER HAT** - Speeds Spanky up, an he will not slip on the slippery blocks.

4) **TOP HAT** - Enables the ball to reach maximum size with just one heading.

5) **BASEBALL CAP** - Ball comes to Spanky, so that he does not have to go under it to head.

Other Items

1. **MEDAL** - Each medal gives you bonus points. 100 for the first one, 200 for the second one, etc - up to a maximum of 1000 points. If however you are hit by an enemy, the value of the medal drops back down to 100 points.

2. **I UP ITEMS** - gives Spanky an extra life. these one up items appear here and there. An extra life can also be obtained by collecting 100,000 points, and every 100,000 points thereafter.

3. **KEY** - collect these to exit the current stage. Excess keys can be carried forward to the next stage.

Traps

Traps - Controlled by enemy. Destroy the enemy, and you can control the trap and use it to attack enemies, without hurting Spanky.

The following traps are operable:

1) **Wall statue of a gorilla.** It shoots flames from its mouth.

2) **Falling traps.** Big metal trap falls and try to crush Spanky.

3) **Egg cannon** - It is a cannon shaped like an egg, and a fire bird is shot out of it. Wipes out whatever is in path. Chases the opponent for a while..

Non-Operable Traps:

1) **Cloud** - Big fluffy clouds which Spanky can walk on.

2) **Firecracker** - If Spanky steps on it, the firecracker explodes and sends Spanky flying.

3) **Human Canon** - Whatever touches it gets propulsed at a 45˚ angle.

Blocks

1) **NORMAL** (*gray/green/ yellow, etc..*) Spanky can go up on the blocks, but can't go down. He can however go across.

2) **BORDER** (*brown/purple*) Spanky can't go through these blocks.

3) **ICE BLOCKS** (*light blue*) - Same properties as the normal blocks, but very slippery.

4) **DISAPPEARING BLOCK** - looks the same, but disappears if hit by a magic ball. These blocks hide the entrance to the bonus stages, and hidden passageways.

5) **CONVEYOR BELT** - When Spanky gets on the conveyor belt, he will move in the direction of the belt.

Stage Construction

1) **Ivy stage** - This is an easy stage, however don't go through it too fast or you will miss the bonus stage. Boss is Mac the apple.

2) **Bridge stage** - Cars and newspaper articles are the background for this stage. Traps appear in this stage. Easy . The boss is Sluggo the pineapple.

3) **Beach stage** - A neon lit beach is the elegant scenery for this stage. Features verticle and horizontal scrolling. This stage is quite difficult. The boss is Fatso, the watermelon.

4) **Underwater Towers stage** - This tower is located deep under water. Fish are swimming as if in a big aquarium. The boss is Pippi Peach.

5) **Palace of Gears stage** - Palaces and rainbows made of gears is the background for this stage. Boss is Vito Mascutone, the Muscat grape.

6) **The witch's tower.** Witches and bosses form constellations in the sky in this stage. All the bosses Spanky has defeated so far appear, plotting their revenge. In order to liberate Mopoland and himself, Spanky must defeat them all and face the evil witch Morticia, for the final battle.

ORANGEY
This orange, which was in Spanky's lunch has become a monster. Shows no emotions, but is a coward at heart. He does not like heights.

MELUN
Loves to jump around in a childish way.

LEMAN
Cute baby. Curious. When he can't go where he wants to he becomes moody.

CHESTNUTTY
Looks apathetic, but has his delicate side. If angered, he jumps around out of control.

STRAWBEE
Smug and narcissistic. She is concerned about hairstyle. She is however, short tempered.

APPLEE
This apple dreams of becoming a star. Works very hard at practic ing ballet. She is good at spin jumping.

KIWIWI
When he wants to go somewhere, he just goes. When frustrated, he pokes the ground with his bill.

MORTY THE CROW
(Time up character)
Does not die. He appears when Spanky's time is up. He is faithful to the witch, and is mean and relentless. The crow pursues Spanky unforgivingly.

MAC THE APPLE
Mac is the boss of the first tower. He is sly, and tries to trap Spanky.

SLUGGO THE PINEAPPLE
2nd tower boss. He is a hood. Sluggo likes to inflict damage on others. He does not like anything...especially his cute face.

Characters

FATSO, THE WATERMELON
3rd tower boss. Calm and restrained. He is a dignified character. Very nearsighted, he sometimes does not see Spanky.

PIPPI PEACH
4th tower boss. Pippi is cute but a little bit dull. She is however confident. Child peach is playful.

VITO MASCUTONE
Vito is the 5th tower boss. Father of many children, not to bore them, moves around here and there. He throws his children up in the air to play. He is a very busy father.

MORTICIA
Lord of all the monsters. She uses her magic broom to try to defeat Spanky.

MORTY CROW
When Morticia is defeated, her real self appears. She is only about the size of Spanky. If you don't defeat her at this point, she will turn into a huge Crow and will keep attacking relentlessly until Morticia is defeated when she is small.

Limited Warranty

90-DAY LIMITED WARRANTY

NATSUME INC. warrants to the original consumer that this NATSUME Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, NATSUME will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-1712. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-1712

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to NATSUME, enclosing a check or money order for $20.00 payable to NATSUME, Inc. NATSUME will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Game Notes

Game Master Challenge

Defeat this game, and take a picture of the ending screen with your face in it (For SNES and NES games). Send the picture to Natsume and you will be designated a Natsume Game Master, and you will be awarded the following Prizes:

1. Game Master Sweatshirt. Not available in stores. Please specify size.

2. Game Master Certificate Suitable for framing

3. Game Masters names will appear in the Natsume Newsletter

The following are games which qualify for the game master challenge: